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Lore Leads the Borg
The dangers of individuality

Ambassador Spock
Bringing peace to the Galaxy

Vagra II and Armus
Deadly remnant of a race's evil

Garth of Izar
Marta falls victim to a madman

Data's Daughter
Lal develops an identity



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ISSN 1364-3983





THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 90

The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 81 and 82)
LORE and the BORG
VULCAN Ceremonial Grounds
VAGRA II & ARMUS

FEDERATION STARFLEET

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Non-FEDERATION Starship

I.K.S. GR'OTH

Personnel Files

SPOCK: Ambassador
GARTH OF IZAR
LAL

Equipment & Technology

SORAN's Missile Launcher

Starship Log

STAR TREK: THE NEXT GENERATION –
'Haven'/'Where No One Has Gone Before'
STAR TREK: DEEP SPACE NINE –
'Sons of Mogh'/'Bar Association'

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The TARESIANS
RISA
KLINGON Music and Poetry

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U.S.S. PROMETHEUS NX-59650:
Bottom Section Plans
Escape From ACETON ASSIMILATORS

Non-FEDERATION Starships

The Crew of the I.K.S. ROTARRAN

Personnel Files

LEETA: DABO GIRL
B'ELANNA TORRES: KLINGON Heritage
KOROB and SYLVIA

Equipment & Technology

The NEURAL NEUTRALIZER

Starship Log

STAR TREK: The Original Series –
'The Tholian Web'/'For the World is
Hollow and I Have Touched the Sky'
STAR TREK: VOYAGER – 'Scorpion', Part II

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The Guide to the STAR TREK Galaxy

FILE 15 CARD 3A

LORE AND THE BORG



When Lore finds himself drifting helplessly in space after an encounter with the *U.S.S. Enterprise NCC-1701-D*, he is rescued by a group of Borg who, instead of assimilating him, end up under his control.

In 2370, the android Lore closes a chapter in the development of the Borg that was opened when a young drone, nicknamed Hugh by the crew of the *U.S.S. Enterprise NCC-1701-D*, was returned to the collective a year earlier.

Lore has not been heard from for more than two years until, on **Stardate 46982.1**, the *Enterprise* answers a distress call from the **Ohniaka III** colony, an outpost consisting of 274 **Starfleet** personnel. While the *Enterprise* deals with an extremely powerful ship of unknown configuration, the away team, consisting of **Commander William Riker**, Lore's 'brother' **Lt. Commander Data**, and **Lieutenant Worf** discover the colonists wiped out.

Chaos and control

The cause of this slaughter is quickly revealed: it was a small party of Borg with powerful hand-mounted weapons, given to them courtesy of

▶ **Lore seizes his chance to avenge his abandonment by Starfleet personnel when he is rescued from floating in space by a group of confused Borg. Lore quickly turns the Borg into his allies, promising them perfection.**



Lore. The renegade android had found the Borg ship in complete disarray after Hugh returned to his people with a newly discovered sense of self.

Hugh's transference of individuality to the others caused discord, and Lore seizes his chance to take control of them, realizing they are no longer part of a single-minded collective; the once smooth and flowing voices in their heads had become uneven and discordant. For the first time, individual Borg have differing ideas about how to proceed, and they simply cannot function. Some Borg fight each other, others disconnect them-

selves, and many even starve to death.

The Borg are so lost and frightened that they will listen to any voice promising change or offering control, a way out of their confusion, and a clarity of purpose. The Borg's entire existence as a collective consciousness has been based around acquiring cultures and technology, but with the **Borg collective** broken down, they can neither function as individuals nor navigate their own vessel.

Lore gives them a new sense of purpose: to become perfect artificial life forms like himself, and to destroy the **Federation**.



▶ **Lore's fate is ultimately decided when, surrounded by his Borg followers, he confronts the crew of the *U.S.S. ENTERPRISE*.**

He exploits their confusion and uses many of their traits to his advantage. When a young Borg named **Govol** breaks his link with **Crosis**, Lore's right-hand Borg, he pretends to understand the doubts and difficulties the youth is having adapting to frightening new sensations. The concepts of friendship, emotion, and companionship are now within every Borg, but Lore wants to use the negative emotions so prevalent in himself to make them fight

on his behalf. Lore insists several Borg stay linked with each other so that some of the old collective strength and confidence can be used to help the weaker members, but ultimately his inability to fulfill the promises he made to them will lead to his downfall.

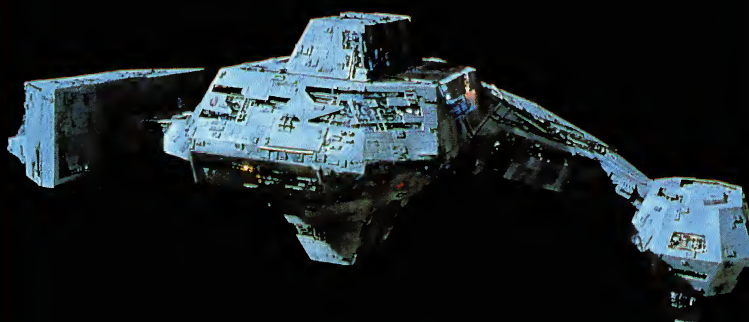
In order to make the Borg into a new, fully artificial race, Lore carries out horrendous experiments on them, leaving all his victims with brain damage. Hugh leads a

UNIQUE VESSEL

Quick travel

By 2369, and the encounter with Lore's Borg and their unusual vessel, **Starfleet** can confirm that the Borg have the technology to traverse the Galaxy via transwarp corridors. The ship that performs this function, however, is different to all other Borg ships previously encountered. Its design is more asymmetrical than the geometrically perfect **Borg cubes** of the past, or the **Borg sphere** seen in 2373. It is eventually destroyed by a star.

▶ **The asymmetrical Borg ship that encounters the *U.S.S. ENTERPRISE* in 2369 is ultimately destroyed by being lured towards a star. Using metaphasic shielding to protect itself, the *ENTERPRISE* flies into the star's corona, creating a solar eruption which engulfs the Borg vessel.**



GALAXY FACTS

▶ The Borg known as Hugh is rescued from a planet in the Argolis Cluster. His original Borg designation is Third of Five.

▶ Originally, Hugh was going to be sent back to the Borg collective with an invasive program designed to destroy them.

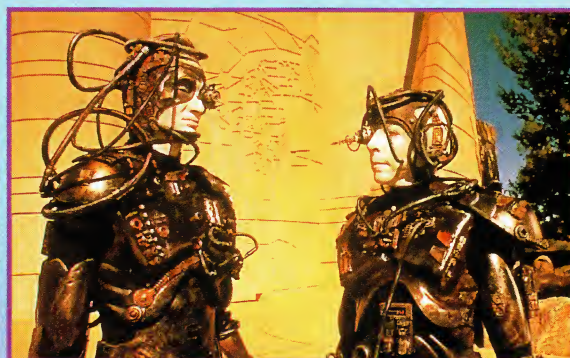
breakaway group of Borg; he feels their 'savior' does not know how to remake them in his image. Even experiments on the captured crew of the *Enterprise* by his manipulated brother Data does not help Lore. When asked by Riker to help them rescue his friend **Geordi La Forge**, Hugh's loyalty to Geordi makes him ignore the risk of being discovered by his leader, and he

intervenes to help overthrow him.

The crew of the *U.S.S. Enterprise* experience Lore's manipulation firsthand; in the brief, fierce fight that follows, the away team discover some of the Borg's changes. No longer do they move slowly, only reacting if something becomes a threat to the collective.

Phasers are now effective, giving Starfleet officers endless shots at their target. No shielding is

▶ Physically, Lore's Borg don't appear to change much, except for upgrades to the arsenal of devices adapted into their bodies.



▶ Lore and the Borg crew corner members from the *U.S.S. ENTERPRISE* at a facility in the Delta Quadrant. The officers are then taken prisoner.

THE BEGINNING OF THE END

Introducing Hugh

One Borg cell faces disaster when two different people present them with a new set of problems. The Borg known as Hugh is returned to the collective after a brief time aboard the *U.S.S. Enterprise NCC-1701-D* after his rescue from a crash. Once he returns to

▶ Hugh poses a new set of problems for the Borg collective when he is returned to his hive with the idea of individuality. This quickly spreads to other Borg.

the collective, his newfound sense of self is distributed in a kind of emotional feedback loop that the Borg are simply not set up to deal with. Soon after Hugh's return, Lore is picked up drifting in space and brought aboard their vessel. Lore quickly takes advantage of the situation and seeks to exploit these confused automatons. He promises them perfection, an idea with which they had lost touch in their confused state. Hugh and other Borg soon rebel and leave the ship.

▶ Hugh is angry with *U.S.S. ENTERPRISE* crew members for sending him back to the Borg collective and introducing the chaos that plagues his cell.

▶ When Lore finds them, the Borg are in a confused state, and he takes advantage. He even experiments with their physiology to suit his needs.

evident at all. When killed, the Borg are not vaporized, but remain intact.

According to Riker, these Borg are fast, aggressive, and almost vicious. While still showing an ability to analyze life forms and generate a strategy against them, the death of one Borg reveals another surprise – a revengeful response from another Borg is now possible. Emotion and death, it would seem, is no longer irrelevant to them.

Like the other individual Borg, he now has not just a designation, but a name, given to him by **The One, Lore**.

Under Lore's tutelage, the Borg are more deadly than ever. These Borgs' goal is no longer to assimilate cultures or inferior biological organisms; now they just destroy them. Picard's attempt to take on the guise of **Locutus of Borg** has no success at all. After failing to disable the new Borg ship, the command staff of the *Enterprise* are at a loss to explain this disturbing new behavior. It is now obvious they are no longer part of the collective.

It is only later, after Data deactivates Lore, that the crew realize that the whole situation is, unwittingly, one of their making. Without Lore, the Borg, like their failed leader, face an uncertain future; returning to the collective may not be possible, and their ultimate fate is unknown.

More than a number

When Crisis is cross-examined on the *Enterprise*, he reacts angrily when asked by **Captain Picard** for his designation.





THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 12



THE
VULCANS

VULCAN CEREMONIAL GROUNDS

Amid the arid and barren landscape on Vulcan are the ceremonial grounds of Spock's family. This is where he comes to marry T'Pol, to whom he was betrothed in childhood.

The ceremonial ground belonging to Spock has been in his family for over 2,000 years, and is found on the dry and somewhat desolate planet of Vulcan.

When Spock experiences the Vulcan mating drive, the **Pon farr**, he must return to his home planet and mate, or die. He beams down to Vulcan with **Captain Kirk** and **Dr. McCoy**, who are both visiting for the first time. They encounter a land of dry soil and sand, broken only by random rocks and boulders; there is no vegetation nor animal life to be seen. The cloudless sky stretches to a red horizon; the landscape would be rather featureless if it were not for the ceremonial grounds, the location of Spock's **koon-ut-kal-if-fee**, his place of marriage or challenge.

Spock's ceremonial ground is an ancient, open air structure comprising a

wide open space with a smooth, dirt floor, surrounded by tall structures made from rock or stone. A number of smooth columns with jagged oblong slabs placed on top are linked together in a circular formation around the central open space, giving the area a look similar to the megalithic monuments of Bronze Age northern Europe, Stonehenge, or the open coliseums of ancient Greece and Rome.

Let the ceremony begin

Participants can enter the inner circle between any of the columns, but there are specific gateways, built with smoother stone, through which three steps lead down from outside; some have roofs constructed from the same smooth stone as the pillars, others are differentiated by open

Spock's lands on Vulcan have been in his family for more than 2,000 years and are to be the location of his koon-ut-kal-if-fee. The ceremony takes place in an open air structure, similar to ruins from the ancient Roman era, found on Earth.

to the sky.

At the center of the grounds is a raised platform, two steps high, on which is a smooth, angled pillar with a large boulder resting on its flat top. From the boulder, a hexagonal gong hangs down; Spock strikes this when he arrives, presumably to let his people know he is ready.

Also on this raised platform is a round hole, filled with glowing red hot coals; when ceremonies are in progress, smoke issues forth from the boulder on top of the pillar, possibly channeled up from the smoking coals. In front of this is a sculptured block

of stone about a meter and a half high; its exact purpose is unknown.

Another slightly raised flat platform, facing the center of the circle, appears to be a stage from which the ceremonies held here are conducted.

Spock has brought his friends to his family's grounds for his wedding, but when his intended bride chooses 'kal-if-fee', meaning, challenge, they get to see another ritual for which the arena is used: ritual combat.

The ceremonial ground is then used as a fighting ring, harking back to ancient tradition, when Vulcans used to kill for their mates.



VULCAN FACTS

The dry, hot climate of Vulcan makes open air venues practical. Many important ceremonies are carried out in such areas, such as the final stage of Spock's quest to achieve a state of pure logic.

Despite the importance the Vulcans place on logic, many of their ceremonies are centered around rituals and tradition that appear anything but logical to outside observers.

The ceremonial grounds double as an arena for ritual combat. The wide open spaces make it the perfect venue in which feuds can be settled once and for all.



At the base of the grounds' central structure, two steps lead up to a basin filled with hot coals.

Important Vulcan dignitaries such as T'Pol come to the ceremonial grounds for important occasions.





THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 12



THE
VULCANS

VULCAN CEREMONIAL GROUNDS

Grand entrance

This is the entrance way from which T'Pol and the rest of the wedding party arrive. She is brought in on a litter carried by several Vulcans.

Arrival

Spock strikes this hexagonal gong when he arrives at the ceremonial grounds.

Central dais

This raised platform is the same shape as the gong and is repeated several more times around the grounds. In the center of this is a round hole containing burning coals; a sculptured stone sits in front.

Ancient weapons

This is a lirpa, one of the ancient weapons used during the ritual challenge. These staffs are over a meter long, with a razor-sharp curved blade at one end and a heavy bludgeon at the other.





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 20

VAGRA II & ARMUS



STAR SYSTEMS

Vagra II is a desolate and barren planet in the Zed Lapis Sector. It is home to an evil energy being known as Armus.

Very little information exists in the **United Federation of Planets** database about **Vagra II** in the **Zed Lapis Sector**, due to it being declared offlimits to Federation ships.

This large, reddish orange, **Class-M** planet initially reveals no sign of life, virtually no vegetation, and an atmosphere that can barely sustain humanoid life.

However, upon beaming down to the planet's bleak surface in 2364, a **Starfleet** away team encounter a black, oil-slick-like pool blocking their path. A **tricorder** analysis discovers that this slick, sliding across the ground, contains no evidence of either a neural or circulatory system. It

possesses no internal organs, no cellular structure of known configuration, and no proteins known to Federation science.

While the slick clearly has the capability to move, it does not appear to possess a skeletal frame, or even musculature to provide for such locomotion. Although the away team's tricorder readings provide insufficient data to determine whether or not the slick has any signs of intelligence, it later reveals itself to be sentient.

Armus strikes

The slick soon assumes different physical forms, including one that resembles a large, featureless humanoid. In a deep baritone voice, it introduces itself as

Armus and demands to know why they have come to his planet. Armus does not share the view that everything in the universe has a right to exist.

This is demonstrated by his wanton act of killing one away team member, **Lt. Tasha Yar**, and threatening others with death. Armus fires an undefined light beam that throws its victims through the air like rag dolls.

Due to Armus' unique physiology, the away team's weapons have no effect upon it. In fact, Armus actually seems to feed on the **phasers'** energy, growing more powerful with each attack. But Armus' powers do have their limits. His interactions with the



▲ An away team led by Commander Riker beam down to Vagra II in search of the stranded Counselor Troi. Their initial tricorder scans reveal few signs of life on the bleak, sand covered planet.



▲ The four away team members continue their search for Troi among the large rock formations, as yet unaware of the unique entity that is trapped on the planet.

LIFELESS AND BARREN

Desolate rock

Vagra II becomes the scene of a rescue mission after a shuttlecraft carrying two Starfleet officers crashlands here. Vagra II displays no outward signs of life, and thus has not been subject to any in depth investigation by the Federation. When an away team beam down, they find a desolate, sand covered surface broken only by various rock formations and boulders.



Planet Vagra II
Class M Quadrant Alpha
Also known as No other name recorded

Native name Unknown
Surface Sand covered with various rock formations.
Life Forms The malevolent energy being known as Armus, an embodiment of evil abandoned on Vagra II, is the only known life form on the planet.
Climate Typical desert climate: hot with very little precipitation.
Important Remarks The planet has been declared offlimits to all Federation personnel because of the highly dangerous Armus.
Starship Log
STAR TREK: THE NEXT GENERATION
'Skin of Evil'

◀ Vagra II, a Class-M planet in the Zed Lapis Sector, is orbited by the U.S.S. ENTERPRISE NCC-1701-D. Little is known about the planet; it is visited only to rescue the crew of a crashed shuttle.

OTHER CARDS IN THIS FILE...

- 8 THE 37'S PLANET
- 9 PLANET HELL
- 7 ABANDONED OUTPOSTS
- 12 KALANDAN OUTPOST

SEE OTHER FILES...

CHARTING THE GALAXYFile 3
U.S.S. ENTERPRISE
NCC-1701-DFile 25
STAR TREK: THE NEXT
GENERATIONFile 71



▼ In their search for Troi, the landing party encounter an oil-slick-like substance blocking their path. Their tricorder scans reveal that it has none of the usual biology of a sentient life form.



The Guide to the STAR TREK Galaxy

FILE 4 CARD 20

VAGRA II & ARMUS



GALAXY FACTS

- ▶ Vagra II must once have been home to an advanced race who found a way to cleanse themselves of evil, but no trace of them remains, except Armus.
- ▶ Armus feeds on energy, can absorb phaser fire, and appears to gain strength from negative thoughts.
- ▶ Armus is left to face the one thing he fears most: being alone, unable to confront those who created him.

◀ Armus shows off his unique physiology by assuming the shape of a large humanoid. It soon becomes clear that Armus has evil intentions as he inflicts acts of cruelty on the away team.

confesses to a trapped and injured Troi that he killed Yar for no reason but that it amused him. Troi's mind-probing causes Armus to face his rage; he is cruel and fickle in his dealings with the crew, and capable of great sadism and cruelty.

Taunting the victims

Armus changes his mind about allowing Dr. Beverly Crusher to treat her injured colleagues, flings Geordi La Forge's VISOR away, taunts Data by threatening to force him to kill other crew members, and uses an invisible tractor beam to pull Commander William Riker into the dark slick. Armus desperately wants to leave the planet where he is imprisoned and is willing to trade transport off Vagra II in exchange for the lives of the Enterprise crew members he holds captive. But Picard and the Enterprise escape Vagra II and destroy the crashed shuttlecraft to prevent any possibility of Armus and his evil from ever leaving the planet. Vagra II has since been declared offlimits to all Federation personnel to avoid any similar problem.



▶ Lieutenant Yar, flanked by Data and Riker, attempts to get closer to the entity in order to obtain a clearer reading on her tricorder. Although it gives off an energy reading, they are not sure it is a sentient being until it announces its name as Armus and interacts with them.

away team seem to sap his energy, where as contact with the forcefield around a shuttle makes his energy levels fluctuate and also affects the level of the forcefield.

He reveals his sadistic intentions when he admits the violent acts give him no satisfaction; his desire to make those with whom he comes in contact with suffer comes from a need to break their spirit. He is filled with an intense rage that is both undirected and unfocused.

Armus believes that humans are puny and weak, that they offer their compassion "like a prize

when it is in fact an insult." Armus claims he does not serve evil, rather "I am evil."

Armus' attitudes, actions, and behavior stem from his origins. He was left on Vagra II a very long time ago by "creatures whose beauty now dazzles all who see them."

Shedding the evil

These Titans perfected a means of bringing to the surface all the evil and negative feelings within them, which spread, poisoning their society.

Over time, this physical manifestation of their evil formed a dank and vile



second skin. This became Armus, whom they then discarded in the belief that if they rid themselves of their evil, they would be forever free from the bonds of destructiveness. Armus reveals his one true fear: that he will never die and will never be reunited with those who left him behind.

On Stardate 41601.3, the U.S.S. Enterprise NCC-1701-D, under the command of Captain

Jean-Luc Picard, loses contact with Shuttlecraft 13, carrying Counselor Deanna Troi and Lt. Ben Prieto, when a systems failure causes the shuttle to crashland on the planet Vagra II. When Lt. Tasha Yar attempts to rescue them, she is killed by Armus.

It is Counselor Troi who learns the most about what motivates Armus to hate and kill. First he

RESIDENT EVIL

No one home

The away team learn from Armus that Vagra II was once home to an entire race of people. These inhabitants learned a way of purging the evil within them and Armus became the embodiment of all the negative aspects of their society. The Vagrans then departed their homeworld, leaving Armus behind in the belief they would be free of their evil forever. Armus certainly displays his malevolent character, even going as far as killing Lieutenant Yar for no other reason than it amuses him.

▶ Captain Picard beams down to Vagra II to confront Armus after his security chief has been killed. Picard decides to leave Armus on Vagra II and declare it offlimits.



FILE 34 THE KLINGON FLEET

The I.K.S. Gr'oth

Commanded by the notorious Klingon Captain Koloth, the *D-7 Battle Cruiser I.K.S. Gr'oth* is present at *Deep Space Station K-7* during the infamous tribble infestation of 2267.

With its slung back warp engines, flat angular main hull, and bulbous front section connected by a long, narrow pylon, the *I.K.S. Gr'oth* is designed to strike terror into its foes and instill pride in its warrior crew. Presenting a very narrow attack target from maximum approaches, this type of ship is a mainstay of the **Klingon Empire's** battle fleet for many years.

In its own way, the *I.K.S. Gr'oth* is as synonymous with its captain, **Koloth**, as the

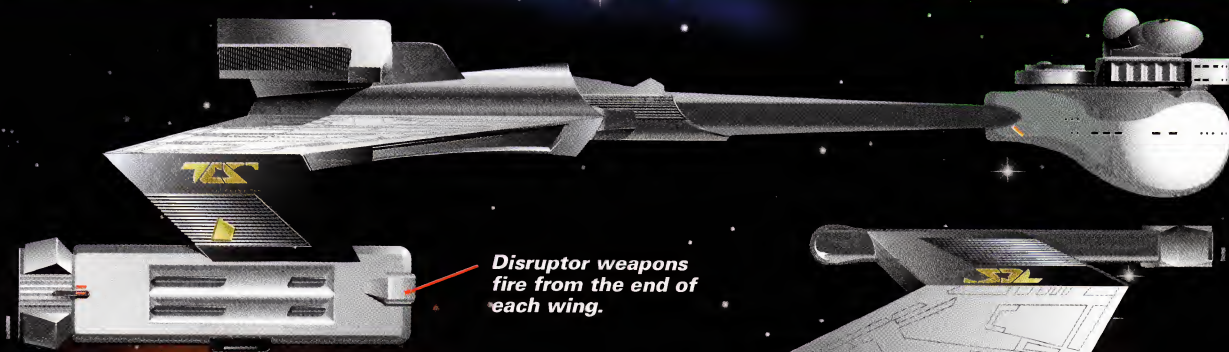
U.S.S. Enterprise NCC-1701 is with **James T. Kirk**. Both ships and captains are well known to one another, and play a part in many important situations for both the Klingon Empire and the **United Federation of Planets**, none more so than the extraordinary events that surround the development of the disputed **Sherman's Planet** in 2267. The *I.K.S. Gr'oth* is a direct contemporary of the original *U.S.S. Enterprise*, a **D7-class** heavy battle cruiser with an undisclosed crew complement. Like all ships of this class, it is equipped with formidable disruptor weapons.



Captain Koloth is a famous officer of the Klingon Empire. His ship frequently crosses paths with Starfleet vessels such as the *U.S.S. ENTERPRISE*, which it encounters on Stardate 4523.

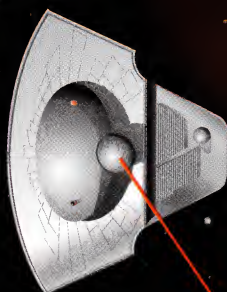
THE I.K.S. GR'OTH

First recorded: Stardate 4523.3
Type: *D-7 Battle Cruiser*
Captain: Koloth
First Officer: Korax



STARBOARD VIEW

Disruptor weapons fire from the end of each wing.



Captain Koloth's command center is in the raised 'flying bridge' tower at the top of the forward hull pod.

The rear of the *I.K.S. GR'OTH* contains the ship's engineering spaces; this area is infested with tribbles following the incident at **DEEP SPACE STATION K-7**.

The aft module houses the ship's impulse engines.

These insignia identify the *GR'OTH* as a ship of the Klingon fleet.

DORSAL VIEW

The I.K.S. Gr'oth



The I.K.S. GR'OTH encounters the U.S.S. ENTERPRISE at SPACE STATION K-7 during the evaluation of Sherman's Planet for allocation to Klingon or Federation stewardship in 2267; Captain Koloth takes advantage of the Organian Peace Treaty to secure shore leave on K-7 for his crew.

In the words of **Starfleet** officer **Spock**, the Klingons are "brutal and aggressive but most efficient." Few ships show this trait more effectively than the *Gr'oth*, which, by its captain's description, is not as luxuriously decorated as the 'Earthers' ships, nor is it equipped with 'non-essentials'.

The crew of the *Gr'oth* clash with the *Enterprise*'s crew while docked at **Deep Space Station K-7** on **Stardate 4523** for shore leave. Part of the imposition of the **Organian Peace Treaty**, which effectively ends open hostilities between the **Klingons** and the Federation, states that crews of either side have the right to use each other's shore facilities. At the time they reach **Deep Space Station K-7**, Koloth's crew have endured the harsh and spartan *Gr'oth* for five months, and Koloth simply wants to invoke his rights as set out in the treaty to give his men some well-earned rest.

However, the treaty also stipulates that any planet in disputed territory between the two powers will be awarded to the side that demonstrates it can develop it most efficiently; the rights to Sherman's Planet, positioned within one parsec of the nearest Klingon outpost and near to K-7, is fiercely contested. Although the *Gr'oth* is more used to launching attacks on such worlds than supporting diplomatic efforts to win them, the role played by the Klingon vessel compares to those often taken on by the *Enterprise* on behalf of **Starfleet**. These missions no doubt prepare Captain Koloth for his later role as a respected Klingon diplomat in the late 23rd century.

Incident on K-7

The menacing form of the *Gr'oth* so close to K-7 frustrates its manager **Mr. Lurry**, and causes horror to Federation Undersecretary in charge of Agricultural Affairs, **Nilz Baris**, who is present to oversee the delivery of **quadrotriticale**, a genetically engineered grain that will grow on Sherman's Planet and guarantee the Federation's claim. Fearful of the Klingons, Baris takes the controversial step of summoning help to the station, which arrives in the form of the *Enterprise*; he is unaware the real threat comes from his assistant, the surgically altered Klingon spy **Arne Darvin**, whose mission is to poison the wheat.

Reluctantly, the Klingon crew are allowed onto the station, but only a few at a time, and

the Federation security presence on the station is increased. A fight soon erupts between the Klingon crew and the Starfleet officers on the station, Captain Koloth cunningly tries to use the brawl to the Empire's advantage. He demands an official apology for persecution of Klingon nationals, a move doubtlessly calculated to create a diplomatic incident that will give the Klingons the excuse they need to claim Sherman's Planet. But Koloth seems as surprised as Baris when the spy is revealed. Failing to secure Sherman's Planet for his Empire, Koloth faces one final humiliation: several hundred tribbles are beamed into the *Gr'oth*'s engine room, before it goes into warp, by **Chief Engineer Scott** of the *Enterprise*. How the Klingons manage to rid their vessel of the troublesome creatures remains an intriguing mystery.

Return to the past

There is a final factor that could have given the *Gr'oth* a huge influence on history. Had the orbiting Klingon ship discovered the existence of the **U.S.S. Defiant NX-74205** and its crew after that ship came into the past to prevent the heavily disguised Arne Darvin from assassinating Captain Kirk, incalculable events could have been set into place. But **Captain Sisko** quickly realizes that the Klingon ship poses a definite threat, and keeps his vessel cloaked at all times to avoid detection.



The fast-reproducing creatures known as tribbles are an ecological menace, devouring food stocks and breeding in uncontrollable numbers.



A meeting of shore leave parties from the GR'OTH and the ENTERPRISE develops into an unpleasant incident: a barroom brawl.



Captain Kirk confronts Captain Koloth with one of the tribbles discovered in the quadrotriticale stores aboard DEEP SPACE STATION K-7.



ENTERPRISE Chief Engineer Scott reveals that the tribbles infesting his ship have been beamed to a new home: the engine room of the I.K.S. GR'OTH.

Spock: Ambassador

Formerly one of **Starfleet's** most decorated officers, in later life **Spock** turns his intellect to the problems of the **Federation's** relations with its neighbors, most notably the **Klingon Empire** and later the **Romulan Star Empire**.

One of the most celebrated ambassadors in history, and an advisor to **Federation** leaders for generations,

Ambassador Spock of **Vulcan** has had a long and distinguished career. Since the former first officer, science officer, and captain of the **U.S.S. Enterprise NCC-1701** abandoned starship command to become an ambassador, his lasting achievements on behalf of the Federation, as well as his visionary belief that peace is possible among even the most deadly of enemies, has brought him great respect.

But in recent years, Ambassador Spock has

become something of a risk taker; he has a tendency to undertake 'personal' missions in secret, advising the Federation of his whereabouts and actions only when he feels it is appropriate. This maverick style is typical of Spock's "cowboy diplomacy", a phrase used by **Captain Jean-Luc Picard** to describe his unorthodox methods.

Spock's first triumph in a diplomatic role occurs in 2293, when he plays a crucial part in the Federation's peace process with the **Klingon Empire** by convincing **Captain James T. Kirk** to accept the first overtures of peace and lead a mission into Klingon space.

PROFILE ON AN AMBASSADOR

NAME: Spock

LIFE FORM: Vulcan male

STATUS: Ambassador

IMPORTANT DATES: In 2293 becomes special envoy to the Klingon government, paving the way for the Khitomer Peace Accords later the same year.

2369: Spock unofficially goes underground on Romulus to further Romulan-Vulcan reunification. He also helps to arrange the defection of Romulan Vice-Proconsul M'Ret to the Federation hoping to establish an escape route for Romulan dissidents.



▲ *Spock begins a diplomatic career in his later life after his father, Sarek, encourages him to become special envoy to the Klingon government. This eventually leads to peace between the Federation and the Klingons. Later, Spock tries to further the cause of Romulan-Vulcan reunification.*

FOLLOWING SAREK



★ Persuasive

Spock argues that the Federation should accept Chancellor Gorkon's initiative and meet for peace talks.

★ Father and son

Spock's father Sarek was one of the greatest diplomats in the Federation. Spock carries on this tradition of excellence when he takes on the same duties following four decades in Starfleet.

★ Reunification

Ambassador Spock works toward a peaceful reunion between the Vulcans and the Romulans. But politics divide the two races, and his task is not an easy one.



Spock: Ambassador



★ Unemotional

Spock's logical and dispassionate approach helps when considering a peace deal with the Klingons, the Federation's mortal enemies.



★ Doubts

Spock 'volunteers' his old friend Captain Kirk for the peace talks, knowing how much the Klingons respect him.



★ Suspicious

An apprehensive Kirk and McCoy wait with Spock as they prepare to meet with the Klingons.

★ Old enemy, new ally

Spock's integrity encourages his colleagues to meet Chancellor Gorkon despite their reservations. This eventually leads to peace.



"I was involved with... 'cowboy diplomacy', as you describe it, Captain, long before you were born."

— Spock to Captain Picard

Later, Spock publicly challenges the position of his father, **Sarek**, another great representative of the Vulcan people, on the **Cardassian War**. Spock's relationship with Sarek has always been strained, both on a political and a personal level. While Sarek feels that Spock is too impressionable — a major weakness in an ambassador as well as a Vulcan — Spock sees beyond the limits of pure logic; he is optimistic about peace where as Sarek is more pragmatic.

Mission to Romulus

Spock's diplomatic style and achievements figure prominently when he makes an unauthorized visit to **Romulus** in 2369. At first, **Starfleet** suspects that he has defected, and dispatches Captain Picard and the **U.S.S. Enterprise NCC-1701-D** to investigate. However, Spock has been privately asked to come to Romulus by **Pardek**, a Romulan Senator with whom Spock has cultivated a relationship with after meeting him at the Khitomer conference. Pardek is considered both a radical and a man of the people; he has advocated peace throughout his career.

He invites Spock to come to his planet because of a growing underground movement among Romulans who seek to learn long-derided Vulcan philosophies. Pardek is sympathetic to the movement, and believes that Spock can help initiate the first steps toward reunification between the Vulcans and the Romulans.

Unfortunately, Spock makes a grave mistake by trusting Pardek. Spock's sincere beliefs that distrust can be changed and closed minds

can be opened blind him in his dealings with Romulan political figures. While he is appropriately suspicious of the eagerness with which **Neral**, a young Romulan Proconsul, embraces the possibility of reunification, he does not suspect Pardek of being in any way duplicitous.

Spock is determined to discover Neral's ulterior motive for supporting the peace talks; as long as there is a chance for success, he is willing to play whatever role the Romulans wish.

With the help of Captain Picard and **Lieutenant Commander Data**, Ambassador Spock's brand of "cowboy diplomacy" foils the Romulans' plot — to invade Vulcan in ships claiming to be a peace convoy — leaving the possibility of an official move toward reunification between the Vulcans and the Romulans damaged. But the hopes of peace are not

destroyed; Spock is fiercely stubborn, and as proud as his father. He believes that it is possible to reshape a landscape, be it political or geographical, with a single flower, as he illustrates to a young Romulan boy.

After the Romulan invasion plan is dispatched, Spock decides to stay on Romulus and work toward reunification on a more grass-roots level. He realizes that the union of the Romulan and Vulcan peoples will not be achieved by politics, or even by diplomacy. It will be achieved, he states, through an inexorable evolution toward a Vulcan philosophy that has already begun among Romulans struggling to find a new enlightenment. He has since helped Romulan dissidents such as **Vice-Consul M'ret** and her aides to escape to the safety of Federation space. Though officially tarnished by this personal direction he has taken, he has no regrets about his career of service to Vulcan and to the Federation. Indeed, Spock's career as an ambassador will not be remembered for so much for his Vulcan logic, but for his hope and optimism in a peaceful future.

NEW ROLE

Unofficial diplomat

Spock travels to the Romulan homeworld without the permission of the Federation Council in an attempt to encourage the growing underground reunification movement on Romulus. But his plans to bring together the sundered Romulan and Vulcan peoples are hindered by the plotting of Commander Sela and Proconsul Neral, who are using the movement as a means to stage a covert invasion of Vulcan as the prelude to an all-out attack intended to destabilize the United Federation of Planets.

▶ **Undercover**
Spock secretly attempts to assist the reunification movement on Romulus.

▶ **The Romulan way**
Captain Picard, Data, and Spock discover the plot to invade Vulcan.



FILE 55 ANDROIDS

Lal

Data's desire to learn more about himself and his potential humanity is never expressed more strongly than in his creation of an offspring, his android daughter Lal. But her life is cut short when she exceeds the programming of her parent, with tragic results.

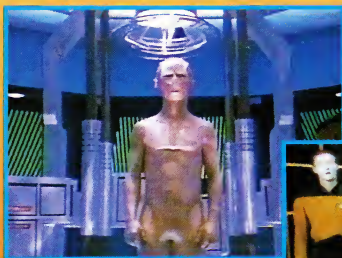
During her brief life, Lal is an almost unique sentient being; she also represents a tremendous leap forward in the science of artificial life. The secret of **positronic neural circuitry**, able to simulate human thought processes, died with Data's creator **Dr. Noonien Soong**, but when Data learns of advances in **submicron matrix transfer technology**, he is able to apply techniques that permit the laying down of complex neural paths. Duplicating his own circuitry, Data is able to create Lal in his laboratory aboard the **U.S.S. Enterprise NCC-1701-D**.

Initially featureless, and possessing only a basic humanoid shape, Lal is encouraged to select its own appearance and gender from several thousand composites. Lal's initial selection reduces the choice to four, and 'she' finally selects to resemble a human female. It is an apt choice; her name originates from a human language, Hindi, and means 'beloved'.

First steps

In forming Lal's appearance, Data is able to improve upon the techniques used for his skin and eyes, giving her a more human look. Despite her slight five-foot frame, her cybernetic construction

CHOOSING AN IDENTITY



★ **Original form**
Lal's original form is a basic, sexually neuter humanoid of no defined species.

★ **Human male**
Lal's first choice for an exterior appearance is as a male human.



★ **Klingon warrior**
Lal considers the possibility of adopting the form of a male Klingon.



★ **Andorian female**
One of Lal's discarded choices is that of a female from the Andorian species.



★ **Final choice**
Lal picks a female human appearance from the choice of several thousand forms.



PROFILE ON LAL

NAME: Lal

LIFE FORM: Android, female humanoid form

STATUS: Sentient being

CREATOR: Data

BECOMES OPERATIONAL: Stardate 43657, 2366, aboard the **U.S.S. Enterprise NCC-1701-D**.

FAMILY: Data [father]

REMARKS: Lal's mental processes operate from a positronic brain which replicates a similar structure of neural pathways to that of her father, Lieutenant Commander Data.

CURRENT STATUS: Corporeally deceased. However, her memories and experiences have been transferred to Data.

FIRST SEEN: 'The Offspring' [TNG]



▲ **Despite operating from the same basic programming as her creator/father, Lal soon exceeds Data's capacity for modeling human behavior.**

OTHER CARDS IN THIS FILE...

- 1 DATA
- 1A DATA'S 'FAMILY'
- 1E DATA'S DESIRE TO UNDERSTAND HUMANS

SEE OTHER CARDS...

STARFLEET PERSONNEL.....FILE 43

STAR TREK:
THE NEXT GENERATIONFile 69

Lal

of **Guinan**. Lal's facility for the position is increased by her knowledge and instant recall of more than 1000 beverages. It quickly becomes apparent that Lal is transcending Data's capabilities when she instinctively uses the verbal contraction "I've", something Data has never mastered.

While in Ten-Forward, Lal observes many displays of human emotion. She is puzzled by the activity of holding hands, and is surprised to witness humans kissing, initially mistaking the affection for one biting the other. Having been given an explanation, she experiments with a somewhat stunned **Commander William Riker**.

Exceeding her programming

Lal is concerned about not fully experiencing human emotion, and is unable to understand the purpose in struggling to emulate humans if there is a limit to how far she can progress. The explanation that the struggle yields its own unexpected rewards doesn't ease her doubts as to her limitations. But, despite her concerns, her progress continues, marked by her reaching out for Data after she learns that humans hold hands as a gesture of affection.

The knowledge of Lal's existence is greeted with much interest from **Starfleet**, who rightly consider the advent of a second android with a positronic brain a major breakthrough. Cybernetic scientist **Admiral Haftel** takes particular interest, requesting her transfer to the **Daystrom Annex** on **Galor IV** where she can

★ At work

Admiral Haftel of the Daystrom Institute observes Lal at work in Ten-Forward, but this does nothing to convince him to leave her on the starship.



★ First kiss

After watching a couple flirting, Lal engages in close contact with a surprised Commander Riker.



★ Fitting in

Lal finds it difficult to make friends with the other children aboard the U.S.S. ENTERPRISE. Young children are scared of her, and she does not have the social skills to fit in with teenagers closer to her apparent age.

develop in isolation, close to those trained in diagnostic and evaluation procedures.

On meeting Lal, Haftel states that she can only learn so much aboard a starship; he considers the annex to be a more suitable environment for her. She responds by claiming that once she has learned all she can aboard the starship, she will be happy to transfer to Galor IV, but is unwilling to depart immediately.

Under observation

It becomes apparent, however, that the Admiral's orders transcend Lal's rights as an individual and negate her wishes to remain. This prompts Lal to fully experience emotional awareness; her

unwillingness to relocate develops into actual fear, and triggers a circuit collapse that eventually proves fatal; Lal experiences a neural matrix cascade failure. Aided by Admiral Haftel, Data tries to repair her, attempting to initialize her base matrix without wiping out

her higher functions. Sadly, the necessary restoration proves beyond Data's capacity; no sooner has he restored one neural pathway than another collapses.

Lal remains aware during the failed repair process, and her deterioration is characterized by a gradual verbal regression to her first experiences, followed by a complete neural system failure. Lal 'dies' expressing her love for Data, and thanks him for her life.

MEMORIES

Gone but not forgotten

Lal's death after the catastrophic cascade malfunctions of her positronic brain mean that she cannot be revived. However, her memories and experiences from the brief few weeks of her existence are copied from her deactivated memory banks and transferred into Data's positronic neural network. Through this, Data remembers his daughter in a way more real and immediate than any organic life form ever could.

▼ Portrait of a loving daughter

Data remembers Lal not only through her implanted memories and experiences, but also through his painting. He creates a portrait of the tragic daughter he knew so briefly.



"I watch them and I can do the things that they do ... but I'll never feel the emotions. I'll never know love."

— Lal to her 'father', Data

★ Emotional malfunction

Lal exceeds her father's programming by developing real emotional responses, but her fragile systems are overloaded.



★ Sad farewell

Lal's malfunction costs her, her life, and Data can do nothing to save her as she shuts down and 'dies'.

Garth of Izar

Once one of Starfleet's greatest and most decorated officers, Garth of Izar is rendered insane by a terrible accident. Given the power to alter his physical appearance by the people of Antos IV, the crazed genius plans to crown himself supreme ruler of the universe.

As charismatic as he is treacherous, Garth of Izar's startling ability to transform into anyone he chooses gives him ample opportunity for deception. Combined with his magnetic appeal and his mental illness, his possession of an extremely deadly explosive make him one of the most dangerous men alive.

Garth of Izar is a former Starfleet starship fleet captain. But when he is horribly maimed in an accident, the benevolent inhabitants of Antos IV aid in the restoration of his body through a process known as **cellular metamorphosis**, with tragic results. His mind is still adversely affected

by the accident; deeply grateful, but also wildly delusional, Garth offers them the Galaxy in thanks, believing it is his to give.

When the people of Antos IV decline, he attempts to destroy the planet. His crew mutiny rather than support him in this heinous mission.

Confinement

Due to his mental instability, Garth is sent to a Federation institution for the criminally insane, the secluded, domed asylum on the planet **Elba II**.

Elba II is a desolate, deadly wasteland with a poisonous atmosphere. The asylum dome is surrounded by a forcefield that keeps prisoners from escaping; contact with the atmosphere, a thick

PROFILE OF AN OFFICER

NAME: Garth

LIFE FORM: Humanoid male

FORMER STATUS: Fleet Captain

CURRENT STATUS: Resident of the rehabilitation colony on Elba II.

REMARKS: One of Starfleet's most decorated and highly regarded officers, Fleet Captain Garth was known for his service to the United Federation of Planets, notably his actions in the victory at Axanar in the 2250's.

FIRST SEEN: 'Whom Gods Destroy' [TOS]



▲ An officer whose early career is required reading at Starfleet Academy, former Fleet Captain Garth was once known as the model for all starship captains who came after him. His subsequent mental illness marked the loss to the service of one of its greatest men.

FALL FROM GRACE

★ Fellow captain

Garth attempts to turn Kirk to his side, considering the captain to be a kindred spirit.

★ Ceremony

Garth invites his captives and renegades to witness his coronation as master of the universe.



★ Lord and consort

The megalomaniacal Garth declares himself master of the entire universe, and chooses the beautiful, but devious Orion woman Marta as his consort. In their deranged state Garth's followers obey his orders, in the belief he can lead them to glory.

poisonous fog, causes death in minutes.

In his most delusional state, Garth can be extremely arrogant, violent, and insanely obsessed with power. He abuses his captives, his followers, and even his consort, killing without restraint and with no remorse. When his plans are thwarted, he is known to hurl himself on the floor in a fit of rage.

However delusional Garth's mind has become, he physically appears worthy of his reputation. He is a handsome man with strong features and a dynamic presence. His hair is short, thinning, and gray, yet he has a decidedly

OTHER CARDS IN THIS FILE...

3 CAPTAIN KIRK

SEE OTHER FILES...

GUIDE TO FEDERATION

STARFLEETFile 19

STAR TREK: The Original

Series.....File 68



Garth of Izar



★ The torture chair

Captain Kirk is subjected to Garth's deadly torture device when he defies his wishes.

★ Tender mercies

Marta attempts to seduce Kirk, but the insane woman plans to kill him.



youthful appearance. He wears a long green crushed velvet coat, with furry cuffs and collar; medals adorn his chest and, in the center, a long gold chain attached to a sunburst medallion set with a purple stone hangs from around his neck. His garish outfit also sports other flamboyant items, such as a six-pointed star, an intricately woven gold brooch, and a large wasp-shaped ring with an onyx stone, prominently placed on his right index finger. Garth dresses to look like a cross between an intergalactic warrior and a Shakespearean stage actor, an image in keeping with his delusion that he is a lord to be admired and respected.

A legendary officer

Garth was once highly esteemed within the Federation for his exceptional capability as a starship fleet captain; students attending **Starfleet Academy** revere Garth and consider him a model captain. Famous throughout the Federation as a great warrior, Garth's victory at **Axanar** is required reading. The departure he has made from this legendary stature could not be more egregious. Dictatorial and megalomaniacal, Garth expects to be addressed by the title Lord,

★ Delusions

Garth's genius, combined with his shapeshifting ability and his explosive weapon, make for a horrific formula in the hands of such a madman. He must be stopped from escaping **Elba II** at all costs.



"Since there is no one mighty enough to perform the ceremony, I will perform it myself. Therefore, I hereby proclaim that I am Lord Garth, master of the universe."

— Garth to his followers

not captain, and makes claims to be master of the universe. He believes he is the only sane man in a Galaxy run by lunatics, and is determined to save it at any cost. He intends to realize this insane dream by taking command of the **U.S.S. Enterprise NCC-1701**, and, after finding and punishing his wayward crew for their betrayal, implementing his plan to dominate the Galaxy.

Ruler of the universe

In Garth's universe, he promises limitless wealth and unlimited power so long as the masses obey his every command. He believes he is the only man equipped to save the billions of "decadent weaklings in the Galaxy" from their misery. Meanwhile, all those who do not bow to his command will be imprisoned or annihilated.

As self-proclaimed ruler of the **Elba II** asylum, Garth crowns himself as master of the universe in a ceremony attended by his

followers, and his captives **Kirk** and **Spock**. A firm believer in friendship based on enlightened self-interest, Lord Garth makes every attempt to be the consummate host to his captives, and considers himself very generous with his friends and merciless with his enemies.

To gain the favor of his captives, he treats them to a lavish dinner and an exotic dance performed exclusively by his consort, the beautiful green-skinned **Marta**. Conversely, Garth often forces his prisoners to go for long periods of time without any food. He fears no one, and perceives that all are powerless against him. He is uniquely equipped with deadly technologies and is unrestrained in his use of them.

Garth's power

The people of **Antos IV** taught Garth the technique of cellular metamorphosis in order to restore the destroyed parts of his body,

but he utilizes it to transform himself into a duplicate of anyone he wishes; **Governor Donald Cory** of the asylum learns of his powers when a guard mistakes Garth for Cory and releases him. Garth becomes a duplicate, fully embodying a person's entire physical aspect.

As a madman freely roaming the asylum, Garth causes trouble. He modifies a treatment chair used to help cure mental illness painlessly, and transforms it into a torture device, inflicting intense agony while leaving the victim unharmed. Garth believes the original version of the chair made men docile, and he creates a veritable pain chamber to which he is only too happy to expose his captives.

He also possesses an explosive, asserting that it is the most powerful in history and testifies that if he were to ignite it, it would vaporize not only **Elba II**, but also the **Enterprise** and nearby planets. To prove his claims, he forces Captain Kirk to watch as he detonates a grain of the explosive attached to his consort **Marta**, killing her instantly.

Kirk is the only man standing in the way of Garth's mad plan. By issuing a command that no orders to transport be acknowledged without a code, Kirk makes it impossible for Garth to gain control of the **Enterprise**. In an attempt to dominate Kirk and elicit the proper reply, Garth tortures Kirk, and duplicates Cory, Spock, and Kirk himself to no avail; he is thwarted at every attempt to seize the **Enterprise**, and is recaptured.

Colony administrator **Corey** indicates optimism that new medication developed to cure the incorrigibly insane may lead to a successful rehabilitation for Garth.

RUTHLESS STREAK

Cold killer

Admitting admiration for such ruthless leaders as **Alexander**, **Lee Kuan**, **Napoleon**, **Kronos of Desparta**, and **Hitler**, Garth plans to best them, starting his rule of the universe with an explosive he claims to have invented. The merest few grams of the material are so powerful that to detonate them would destroy not only the planet of **Elba II**, but also the **U.S.S. Enterprise NCC-1701** and several neighboring worlds in the **Elba** star system.



▲ Deadly demonstration

The insane genius Garth has no loyalty to his followers, and kills his consort to demonstrate his power.

▼ Seconds away from death

In order to demonstrate the power of his terrible new explosive weapon, Garth attaches a tiny crystal, no larger than a grain of sand, to the skin of the duplicitous **Orion** woman **Marta**.



Soran's Missile Launcher

The **El-Aurian** scientist **Dr. Soran**'s deadly plan to return to the phenomenon known as the **Nexus** requires the destruction of the star **Veridian**; his deadly trilitium missile will penetrate the core of the sun and snuff out its life.

The callous and cold-hearted plans of **Dr. Tolian Soran** call for the creation of a unique weapon, audacious in design and horrific in its power. Soran intends to reenter the bizarre energy ribbon that is the gateway to a strange area of temporal flux called the **Nexus**; within the Nexus, any thought, any whim, any experience is possible. Time, and even death itself, can be staved off infinitely. After the death of his wife and family at the hands of the **Borg**, and Soran's subsequent rescue from the Nexus, he has worked for nearly a century to be able to return to its peace once more, but the fulfillment of this desire will require the destruction of entire solar systems.

A unique device

The first inkling that Soran will stop at nothing to return to the Nexus comes when he uses a modified **Federation Mark V Probe** fired from the **Amargosa Observatory** platform into the heart of the **Amargosa** sun; the probe is loaded with a substance known as **trilitium**, which is capable of instantaneously stopping all nuclear processes within the core of a star, destroying it utterly. It is unknown if Soran has used other trilitium devices to implode other stars previously, but after Amargosa is reduced to a burnt ember, Soran moves his plan into its final phase. With Amargosa's gravitational influence gone, the Nexus' path diverts into the nearby **Veridian** system, and Soran's calculations indicate that a similar trilitium strike on the star Veridian will further divert the energy ribbon to pass through the planet **Veridian III**.

Soran constructs his trilitium missile and its launcher complex in a desert region on the planet's surface, heedless of the fact that the death of the Veridian star will annihilate the estimated 230 million humanoids living on the

nearby planet **Veridian IV**. Set up on the top of a small mountainside on Veridian III, Soran's launch base consists of gantries and bridges connecting a control bunker to the raised platforms from where he will fire the missile and be drawn into the Nexus.

To put out the sun

The missile system is fabricated from a dull gold-bronze colored metal, and set at an angle to enable the missile to more accurately target the Veridian sun as it lies over the planetary horizon. Its trilitium warhead contains several kilograms of the material, from the same consignment used to disrupt Amargosa; this trilitium was stolen for Soran by the **Klingon** renegades **Lursa** and **B'Etor**. The **Duras** sisters agree to help the **El-Aurian** so they can use the missile's design as a weapon in their war with the **Klingon Empire**. A handheld control pad operates the security systems for the launch site, including a powerful (if not entirely complete) forcefield to keep out intruders, and a small **cloaking device** to protect the missile

▶ **The weapon is placed on the top of a small hill, pointing straight into the Veridian sun.**

▼ **All functions are controlled from a panel built into the missile launcher.**



▼ **Soran prepares the weapon for its flight; the destruction of its target will mean the annihilation of the entire Veridian system and the deaths of millions of innocent people.**



before launch. Given the reputation of Soran's allies, his security measures are understandable.

The missile itself stands approximately four meters high and is of a simple, uncomplicated aerodynamic design flanked by four projecting stabilizer fins. The fuselage of its midsection is clear, enabling Soran to gain quick access to the delicate inner workings in the event of a malfunction. In here is the trilitium load as well as the systems that guide the missile on its deadly mission. There appear to be two discrete drive systems used by the weapon; the first is most likely some variant of **impulse drive** technology, designed to boost the missile



▶ **Soran has built a protective forcefield around the missile launcher to protect himself and the weapon. But it extends to ground level only; intruders can sometimes pass underneath.**



Soran's Missile Launcher

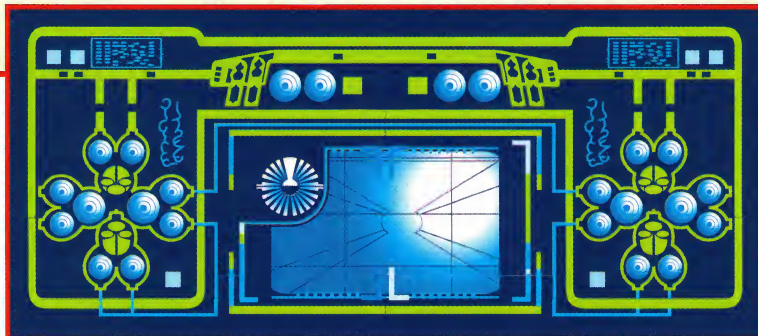
up from its pad and out of the Veridian III atmosphere; the second is a faster-than-light drive, possibly a small **warp engine** or some other technology coopted by Soran in his obsessive quest for the Nexus. Once fired, the missile reaches and impacts the star in seconds, with the trilitium detonation occurring almost instantly. From an observer's viewpoint at the firing area on Veridian III, the entire process takes less than 13 seconds from launch to complete stellar implosion.

Once decloaked, the missile's launcher

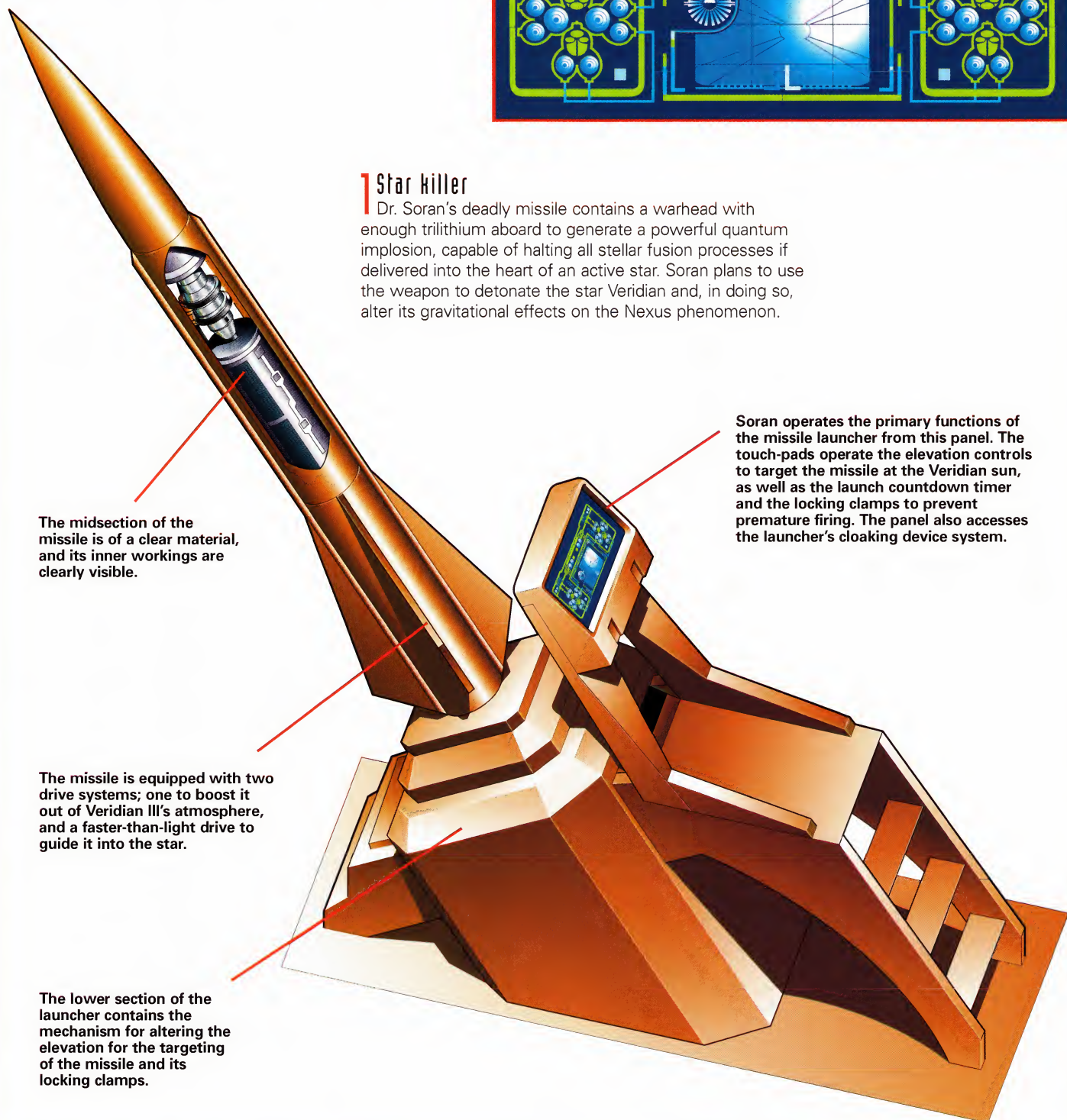
platform is brought online by Soran from a small touchscreen panel arranged next to the weapon. The panel is comprised of three control pads and a multifunction display. The display provides systems information in both Federation standard and El-Aurian text, and also acts a targeting screen for missile acquisition. The panel on the left works the activation and release of mechanical systems such as the locking clamps; the panel on

the right operates all of the target designation controls and the buttons above the screen are for altering the countdown timer. It is only through the actions of captains **James T. Kirk** and **Jean-Luc Picard** that this device never fulfills its terrifying potential.

▼ **The control panel of the launcher has four sections; locking clamp systems on the left, timer and display screen in the center, and targeting controls on the right.**



TRILITHIUM MISSILE LAUNCHER



The midsection of the missile is of a clear material, and its inner workings are clearly visible.

The missile is equipped with two drive systems; one to boost it out of Veridian III's atmosphere, and a faster-than-light drive to guide it into the star.

The lower section of the launcher contains the mechanism for altering the elevation for the targeting of the missile and its locking clamps.

1 Star Killer

Dr. Soran's deadly missile contains a warhead with enough trilitium aboard to generate a powerful quantum implosion, capable of halting all stellar fusion processes if delivered into the heart of an active star. Soran plans to use the weapon to detonate the star Veridian and, in doing so, alter its gravitational effects on the Nexus phenomenon.

Soran operates the primary functions of the missile launcher from this panel. The touch-pads operate the elevation controls to target the missile at the Veridian sun, as well as the launch countdown timer and the locking clamps to prevent premature firing. The panel also accesses the launcher's cloaking device system.

'Haven'

While en route to the mystical paradise planet of Haven, the *U.S.S. Enterprise NCC-1701-D* is sent a **Betazoid** greeting box for Deanna Troi — announcing her marriage to Wyatt Miller. But Deanna senses she is not the woman Wyatt was expecting.

CAPTAIN'S LOG

STARDATE 41294.5
"Our destination, the Class-M Beta Cassius planet known simply as Haven... some believe it to have mystical healing powers... Legends say it has been known to mend souls and heal broken hearts."

The *U.S.S. Enterprise NCC-1701-D* heads for **Haven**, a legendary paradise planet, to rendezvous with **Lwaxana Troi**, Deanna's mother. In accordance with **Betazoid** tradition, Deanna was betrothed to **Wyatt Miller**, the son of family friends, at seven years of age, and it is now time to arrange the wedding.

When the Miller family beam aboard, Deanna empathically senses that Wyatt is disappointed in her. She tells her mother that she has reservations about the marriage, but will honor tradition.

Haven sends a message to the *Enterprise* asking for help; an unknown ship is approaching which does not respond to hails.

Deanna tries to get to know her fiancé, but Wyatt tells her that all his life he has dreamed of a certain woman. He had always assumed that she was Deanna, calling out to him across the universe.

Refugees

A starship approaching Haven is identified as a **Tarellian Vessel**. The Tarellians were thought to be extinct, wiped out by their biological warfare. Some survivors escaped to other worlds and infected other races; like lepers, the Tarellian ships were attacked and destroyed out of fear.

When the Tarellians eventually open communications, one of the women aboard appears to be the subject of Wyatt's dreams. The Tarellians say they have come because of the myths that Haven has mysterious healing qualities. They promise not to come into contact with the inhabitants, and ask only to be allowed to die in a beautiful place.

When Wyatt asks Lwaxana if she can explain his bond with the Tarellian woman she tells him only that all life is bound together. Wyatt kisses Deanna and tells her she is beautiful, then takes his medical supplies to the transporter room, where he disables the transporter officer and beams across to the Tarellian ship. He will never be able to come back, but hopes to stay with the Tarellians and to one day cure them. Deanna, understanding his decision, wishes him well.

ON SCREEN...



1 Deanna Troi is sent a Betazoid greeting box announcing her wedding to her betrothed, Wyatt Miller. The box is filled with jewels, given as wedding gifts.



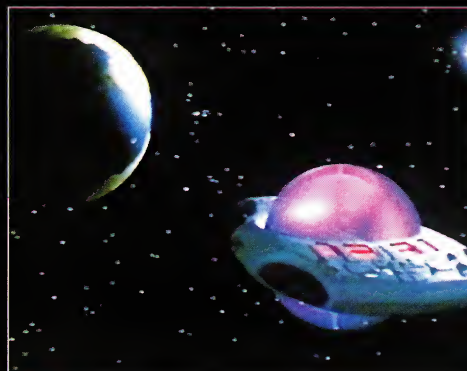
2 The Miller family beam aboard and Wyatt gives Deanna a blue rose. He tells her it is a chameleon rose, which changes color with the mood of its owner.



3 When Lwaxana Troi comes aboard the *U.S.S. ENTERPRISE*, she embarrasses her daughter by expecting Captain Picard to carry her luggage.



4 Deanna meets Riker in the holodeck. He is jealous of Wyatt, and admits that he will miss Deanna once she is married. She tells him he will always be her 'Imzadi'.



5 An approaching TARELLIAN VESSEL alarms the population of Haven, who do not want the Tarellians to infect the paradise planet with their deadly plague.



6 The woman of Wyatt's dreams is aboard the Tarellian ship. Wyatt decides to follow his heart and beams over to be with her, knowing he will never be able to return.

STARSHIP FACTS

At a traditional Betazoid wedding the bride, groom, and their guests — of whatever race — attend the ceremony naked.



'Where No One Has Gone Before'

A warp drive experiment sends the *U.S.S. Enterprise NCC-1701-D* into the furthest reaches of uncharted space, a realm where thought and reality merge. The crew are reunited with people from their past, and only a strange alien can help them return home.

CAPTAIN'S LOG

STARDATE 41263.1

"We have rendezvoused with the *U.S.S. FEARLESS* from which a Starfleet propulsion expert and his assistant are beaming over to conduct tests on the *U.S.S. ENTERPRISE's* warp drive engines. They have completed similar adjustments on two other Starfleet vessels."

Commander Riker welcomes propulsion expert Kosinski and his assistant from **Tau Alpha C** onto the *U.S.S. Enterprise NCC-1701-D*. Kosinski begins testing the ship's warp capacity.

The starship quickly passes through the **warp 10** barrier and only halts after sailing through two galaxies. **Captain Picard** and his crew have traveled more than two million light years and are now 300 years from home. Kosinski is confident he can reverse his extraordinary achievement, but this time he finds that he cannot push the *Enterprise* past **warp 1.5**, and the ship is sent further into uncharted space.

Memories revisited

The crew begin to experience a number of vivid hallucinations; **Worf** is reunited with his pet **targ** and Picard is visited by his dead mother. The captain begins to realize that they are in a galaxy where physical and unconscious realities are somehow intermingled.

Wesley Crusher reports that he noticed Kosinski's assistant seemed to phase in and out of reality whenever the experiments were taking place, and he has now collapsed. **Dr. Crusher** revives him, and he introduces himself as the **Traveler**; he seeks out **Starfleet** transportation to satisfy his curiosity about human reality and acts like a lens, focusing human thought to create extreme propulsion. He admits he made a terrible mistake, sending the *Enterprise* to a place humans were not destined to visit until the far future.

As the Traveler's hallucinations grow worse, he decides to incorporate the crew's thought power into his next warp experiment. Wesley and Kosinski help the Traveler as he finally manages to send the *Enterprise* back to its original position. The terrible effort involved causes the Traveler to totally disappear from human existence.

Wesley is made an acting ensign, with full access to the bridge, in recognition of his outstanding performance in helping to return the *Enterprise* home.

ON SCREEN...



1 Starfleet propulsion expert Kosinski beams aboard with his quiet assistant. Commander Riker is skeptical about the proposed warp experiments, and he does not like Kosinski's arrogant manner.



2 The experiment to increase the *U.S.S. ENTERPRISE's* warp capacity works better than Kosinski anticipated. In fact, it works too well, and the starship is flung into a strange and unknown realm.



3 The crew experience hallucinations; memories and thoughts become real. Tasha Yar finds herself in the terrible colony of her childhood with her pet cat.



4 Picard realizes that in this realm there is no divide between thought and reality; this gives him the chance to talk to his late mother.



5 The Traveler's fascination for human thoughts caused the starship's plight; he will now use the crew's thoughts in an effort to return them home.



6 Wesley is made an acting ensign for his efforts in helping to get the starship home. His application for Starfleet Academy will also be recommended.

STARSHIP FACTS

The Traveler tells Captain Picard that Wesley has great potential, but must be allowed to develop, and not be burdened by his gift.

'Sons of Mogh'

Worf's brother Kurn arrives on *Deep Space Nine* to request the Klingon suicide ritual **Mauk-to'Vor**. Kurn cannot live with his family's dishonor. But before the lives of these two brothers are separated, they go on one final mission together.

Worf's brother, **Kurn**, arrives on *Deep Space Nine*. Clearly intoxicated, Kurn explains that Worf's decision not to back **Chancellor Gowron**'s rejection of the **Klingon/Federation** peace treaty has brought shame on the sons of **Mogh**. Kurn wishes Worf to administer the Klingon death ritual of **Mauk-to'Vor**: by killing Kurn, Worf can redeem his family's disgrace.

Worf begins the Mauk-to'Vor ceremony. He lights **Adanji** incense, then pierces Kurn's chest with a **mek'leth**, but **Dax** and **Odo** arrive moments later and transport Kurn to the Infirmary. **Dr. Bashir** confirms that Kurn will live.

Further dishonor

The **U.S.S. Defiant NX-74205** investigates an area just outside **Bajoran** space; sensor sweeps reveal cloaked ships have passed by, and moments later the *Defiant* is hailed by a damaged Klingon cruiser, the **I.K.S. Drovna**, in need of medical aid.

The senior crew of *Deep Space Nine* realize that the Klingons are laying cloaked mines; if war were to come, the Klingons could cut off **Bajor** and *Deep Space Nine*.

Kurn agrees to help Worf thwart Gowron's plans. Posing as members of the *Drovna* crew, they make their way to the ship's computer terminal. Kurn uncovers the mine deployment plan, but is interrupted by a Klingon lieutenant, whom he kills.

The *Defiant* goes out again and safely detonates the cloaked mines; the Klingon cruisers decloak and make a hasty exit. Kurn continues to contemplate suicide. In desperation Worf sedates Kurn and takes him to the Infirmary. He has decided to let Bashir wipe clean his brother's memories and alter Kurn's features and DNA. Kurn will know nothing of his former shame.

After the operation, Kurn awakes to be told that he is **Rodek**, son of **Noggra**, a family friend. He fails to recognize Worf.

STATION LOG STARDATE 49556.2

"Our people have turned their backs on us, but we have not turned our backs on them. Let it be the Sons of Mogh, side by side, saving our people."

— Worf to Kurn

ON SCREEN...



1 Worf learns from Odo that his brother Kurn has arrived on **DEEP SPACE NINE**. He does not yet suspect the serious request his brother will make of him.



2 Kurn confesses to his brother that he cannot live with the shame that hangs over their family; Worf agrees to assist him in the Klingon suicide ritual.



3 The ritual of **Mauk-to'Vor** is interrupted by Dax and Odo. They transport Kurn to the Infirmary, where **Dr. Bashir** is able to save his life despite his injuries; they do not agree that is the only option for the disgraced warrior.



4 Chief O'Brien and Major Kira Nerys take out the **U.S.S. DEFiant** to investigate an area near Bajoran space; they receive a distress call from a Klingon cruiser.



5 Worf manages to persuade Kurn to go on a covert mission to destroy Gowron's plans, but Kurn kills a Klingon soldier and his sense of dishonor deepens.



6 Dr. Bashir, at Worf's request, erases Kurn's old identity and gives him a new life. The 'newborn' Rodek is told he was in a shuttle accident and has complete amnesia.

STARSHIP FACTS

Worf fears he has lost touch with his Klingon roots. He always hoped to restore the House of Mogh's rightful place in the Empire.

'Bar Association'

During the **Bajoran Time of Cleansing**, many customers abstain from the pleasures of Quark's bar. When Quark, worried about the loss of profit, plans another pay cut for his workers, Rom decides to fly in the face of Ferengi tradition and form a union.

'BAR ASSOCIATION'

"In this bar, you're not my brother, you're my employee, and employees have no right to question the management's decisions."

— Quark to Rom.

The **Bajoran Time of Cleansing** (and abstaining) cuts the clientele at **Quark's bar**. Distracted by financial woes, Quark barely notices when his brother **Rom** collapses.

Dr. Bashir discovers Rom has had a near-fatal ear infection for three weeks. Rom's employment contract with Quark does not allow sick leave, paid overtime, or holidays. Bashir suggests that Rom should form a union.

When Rom returns to work, Quark announces that his employees' salaries are to be cut by a third. Rom holds a clandestine meeting of all the bar workers; the **Ferengi** staff are horrified when Rom talks of unionization. They know the **Ferengi Commerce Authority** will kill anyone who even mentions unions.

Fighting for their rights

Rom informs Quark that the bar staff have formed the **Guild of Restaurant and Casino Employees**; they demand increased pay, shorter hours, and paid sick leave. When Quark laughs at this, the Guild go on strike. **Captain Sisko** pressures Quark to end the strike, but Rom rejects Quark's offer of a **latinum** bribe instead of worker's rights.

A dejected Quark returns to his quarters; his old enemy **Brunt**, a Ferengi liquidator, lies in wait, sent by the **Ferengi Commerce Authority**. Brunt tells the striking Ferengi that if they do not return to work their financial accounts on **Ferenginar** will be seized, their families fined, and their trading permits revoked. Brunt has Quark brutally beaten by his **Nausicaan** bodyguards to convince Rom to quit, but Rom is unmoved. Quark finally agrees to give the workers their demands if they don't tell the FCA. They agree, and Rom publicly disbands the union.

Quark gets back his workers and they have their rights, but Rom returns not as a member of staff but as a customer. To his brother's horror, Rom has taken a job as a junior grade technician on the night shift, working for **Chief O'Brien** and the **Bajorans**.

ON SCREEN...



1 Quark – a typically profit-obsessed Ferengi – is so depressed by the lack of customers in his bar that he does not even notice when his own brother collapses.



2 Rom arranges a secret meeting for Quark's staff to discuss their rights as workers. The other Ferengi are shocked when Rom mentions the word "union".



3 The Guild of Restaurant and Casino Employees do not strike discreetly; they cause a fair amount of noise on the station by picketing Quark's bar.



4 Quark returns to his quarters to find his problems doubled; his old enemy Brunt, of the FCA, is there. Brunt has been sent to stop the strike.



5 Brunt has been ordered to stop the strike by any means necessary. He orders his Nausicaan bodyguards to beat up Quark, hoping to intimidate Rom.



6 Things return to normal at Quark's. The workers are happy, and business is thriving again. The only permanent change is Rom's new job as an engineer.

STARSHIP FACTS

Unhappy living aboard the station, Worf requests permission to make his quarters on the **U.S.S. Defiant**.

H continued

Haliz, Jal

A **Kazon-Ogla**. Born **Hali**, he earned his full warrior name after killing a warrior from the **Kazon-Relora** faction with his bare hands. A scrap of his dead opponent's tunic decorated the cell where he held **Chakotay** prisoner in 2372. (*Starship Log*: 'Initiations' [VOY]) **SEE FILES 18, 58, 71**

Halkans

Pacifist race of humanoids inhabiting an **Alpha Quadrant** system. They rejected a **Federation** proposal to mine native **dilithium** for fear it might be used for weapons. The **mirror universe** Halkans were equally nonviolent in nature. (*Starship Log*: 'Mirror, Mirror' [TOS]) **SEE FILES 18, 68**

Hall

King Hrothgar's throne and banquet room, recreated in the **holodeck** of the **U.S.S. Voyager NCC-74656**. Hrothgar and his kinsmen were besieged here by the monster **Grendel**. The hall is adorned with swords and shields from Earth's medieval era. (*Starship Log*: 'Heroes and Demons' [VOY]) **SEE FILES 29, 71**



Located behind the **Hall of Audiences**, **Landru** ruled the people of **Beta III** until its true nature was revealed by **Starfleet** officers.

Hall of Audiences

Ritual site on **Beta III**, where the computer entity known as **Landru** was deactivated by **Captain James Kirk** and **Spock** in 2267. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

Hall of Fame

Earth's National Baseball Hall of Fame and Museum. Established in 1939, in Cooperstown, New York, it commemorated renowned ballplayers such as Willie Mays, Joe DiMaggio, et al, with three-dimensional bronze icons. (*Starship Log*: 'In the Cards' [DS9]) **SEE FILES 7, 70**

Hall of Heroes

Ritual site on **Qo'noS** where **Klingon** heroes are enshrined. **Kor** fantasized about having a statue of himself erected here if he recovered the legendary **Sword of Kahless**. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 11, 48, 70**



The **Doctor** came face to face with another **holographic being** in a **holodeck program** that recreated the **Hall of King Hrothgar's** castle.

Hall of Warriors

Immense, vaulted chamber on **Ty'Gokor** where momentous **Klingon** rites are performed, such as the **Ceremony of Commendation** to award the **Order of the Bat'leth**. A combination of shrine and raucous assembly hall, this vast room featured statues, military regalia, and an eternal flame. (*Starship Log*: 'Apocalypse Rising' [DS9]) **SEE FILES 11, 70**

Halla

Female sibling of **Lillias**, and a resident of the vast **Nezu** colony. (*Starship Log*: 'Rise' [VOY]) **SEE FILES 18, 71**

Halley's comet

Astronomical object visible from Earth approximately every 76 years. It was named for the English astronomer who, in 1705, applied Newton's laws of motion to correctly predict its return. (*Starship Log*: 'Time's Arrow', Part II [TNG]) **SEE FILE 69**

Halloway, Captain Thomas

In an alternate life devised for **Jean-Luc Picard** by **Q**, Halloway was in command of the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Tapestry' [TNG]) **SEE FILES 43, 69**

hallucination

A false reality generated by brain chemistry imbalances or psychic contact that is perceived as real. **Jadzia Dax** and **Seven of Nine** have both experienced frightening hallucinations at various times, though 24th-century medical technology can prevent or cure most causes of the affliction. (*Starship Log*: 'Eye of the Beholder' [TNG], 'Equilibrium' [DS9], 'Persistence of Vision' [VOY]) **SEE FILES 69, 70, 71**

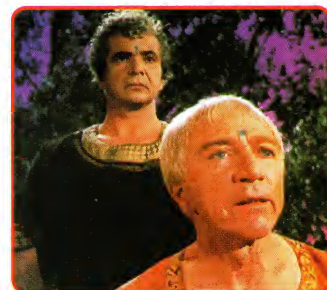
Haltla

While managing a **dabo table** on **Terek Nor**, Haltla hosted many a pleasant gaming session for occupying **Cardassians**, according to **Boheeka**, who nostalgically recalled Haltla in 2370. (*Starship Log*: 'The Wire' [DS9]) **SEE FILE 70**

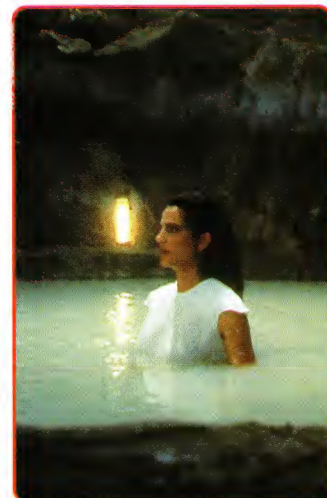
Haluk

Voth Chief Minister **Odala's** security advisor and defender of his society's status quo. Haluk captured the **U.S.S. Voyager NCC-74656** and called for the interrogation surgeon when **Captain Janeway** didn't give him **Gegen**, the **Voth** scientist whose **Distant Origin Theory** was considered heresy. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILES 18, 71**

Haliz, Jal
Halkans
Hall
Hall of Audiences
Hall of Fame
Hall of Heroes
Hall of Warriors
Halla
Halley's comet
Halloway, Captain Thomas
hallucination
Haltla
Haluk
Hamilton
Hamlet
hammer
Hammurabi, Code of
Hanar
hand phaser
Handel, George Frederick
handling charge
Haneek
Hangar 18
hanger deck
Hanjuan
Hanok
Hanolan colony
Hanoli system
Hanolin asteroid belt
Hanon IV



The peaceful **Halkans** did not want their **dilithium** to be used for conflict.



Jadzia Dax had to return to her homeworld to cure her hallucinations.



Hamilton

This **U.S.S. Voyager** crew member was discussed as a candidate for **Lt. Tom Paris's** helm post after he appeared to have left the ship for good in 2372. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 29, 71**

Hamlet

Main character and title of a play by William Shakespeare. It was still performed in 2266, was quoted by **Klingon General Chang** in 2293, and was referred to by **Captain Picard** in 2364. (*Starship Log: 'The Conscience of The King'* [TOS], 'Hide and Q' [TNG], *Star Trek VI: The Undiscovered Country*) **SEE FILES 68, 69, 77**

hammer

A long-handled tool with a heavy, metal head, used to drive nails into wood. The hammer symbolizes sexual mastery to the **Ferengi**, family and home to **Nagor's Taqua** tribe, and strength to the **Klingons**. (*Starship Log: 'Birthright', Part I* [TNG]) **SEE FILE 69**

Hammurabi, Code of

First known codified laws on Earth. They were still cited 4000 years later, in 2267, by attorney **Samuel Cogley**. (*Starship Log: 'Court-Martial'* [TOS]) **SEE FILES 43, 68**

Hanar

One of the band of **Kelvans** who seized control of the **U.S.S. Enterprise NCC-1701**. A native of **Kelva**, in the **Andromeda Galaxy**, he was transformed into a human male. Unfamiliar with human feelings, an injection of **formazine** stimulant drove him to distraction. (*Starship Log: 'By Any Other Name'* [TOS]) **SEE FILES 18, 68**



Hanar found it impossible to deal with the emotions humans take for granted.

hand phaser

Also known as a **phaser type-1**, this small, discreet weapon fits within the palm of the hand. It has several settings, from light stun to complete disintegration. (*Starship Log: 'The Corbomite Maneuver'* [TOS], 'Encounter at Farpoint' [TNG], *Emissary* [DS9], 'Caretaker' [VOY]) **SEE FILES 60, 68, 69, 70, 71**

Handel, George Frederick

German-born composer of baroque music, 1685-1759. **Data** and another **Soong-type android**, **Juliana Tainer**, performed a Handel violin concerto in 2370 while on the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Inheritance'* [TNG]) **SEE FILES 55, 69**

handling charge

A vendor's fee for a nebulous service; often little more than a technique for extracting additional payment. **Liquidator Brunt's** secretary offered to deliver **Quark's** confession for a nominal handling charge. (*Starship Log: 'Family Business'* [DS9]) **SEE FILE 70**

Haneek

Red-haired female **Skrreean** refugee leader who, after discovering the **Bajoran wormhole**, came to **Deep Space Nine** in 2370 believing **Bajor** to be the long-promised new **Skrreean** homeworld. When the Bajorans turned them away, her people had to settle on **Draylon II** instead. (*Starship Log: 'Sanctuary'* [DS9]) **SEE FILES 18, 70**



Haneek's people suffered persecution in their native Gamma Quadrant.

Hangar 18

A building in **Wright Field** that housed **American Army Air Corps** aircraft in 1947. When a timewarp accident sent **Quark's** shuttle from 2371 to Earth of that era, his disabled craft was stored there. (*Starship Log: 'Little Green Men'* [DS9]) **SEE FILE 70**

hangar deck

Also called a shuttlebay, this is the area of a starship or starbase where shuttlecraft are stored and launched. Large doors allowing egress and ingress are controlled from a panel inside. (*Starship Log: 'The Galileo Seven'* [TOS]) **SEE FILES 20, 68**

Hanjuan

This belligerent **Nezu** colonist and **galicite** miner took a swing at **Tuvok** because he objected to the **Vulcan's** bossy attitude. Tuvok refused to fight and then saved Hanjuan, and other colonists, from oncoming asteroids. (*Starship Log: 'Rise'* [VOY]) **SEE FILES 18, 71**

Hanok

A **Gamma Quadrant** merchant and **Minister of the Karemma Commerce Ministry** who was exploited shamelessly by **Quark**. New terms were negotiated after Hanok realized he was being cheated. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILES 18, 70**

Hanok almost let Quark get the better of him.



Hanolan colony

The destination of non-military personnel evacuated from **Deep Space Nine** during a brief occupation of the station by **Bajoran** extremists in 2370. (*Starship Log: 'The Siege'* [DS9]) **SEE FILES 27, 70**

Hanoli system

This star system was accidentally destroyed in 2169, when a **pulse wave torpedo** was discharged by a **Vulcan** ship as a way to correct a subspace rupture. (*Starship Log: 'If Wishes Were Horses'* [DS9]) **SEE FILES 4, 70**

Hanolin asteroid belt

In 2368, a **Ferengi** cargo vessel hauling the **navigational deflector array** of a **Vulcan** ship was destroyed by this asteroid field. The resulting inquiry unmasked a **Romulan** plot to invade **Vulcan**. (*Starship Log: 'Unification', Part I* [TNG]) **SEE FILE 69**

Hanon IV

The **Delta Quadrant** planet on which **Maje Culluh** stranded **U.S.S. Voyager** crew in 2372. It was a **Class-M** planet with rough terrain, active volcanoes, earthquakes, large flying and land-based animals, and a primitive humanoid population. (*Starship Log: 'Basics', Part I* [VOY]) **SEE FILES 4, 29, 71**



The U.S.S. VOYAGER was taken over by the Kazon, and its crew abandoned on the inhospitable planet of Hanon IV. Luckily, the crew were eventually able to recapture their starship.